

# Circle Swap - Levels C and D

STAY  
ACTIVE

To build social connections, memory, and fitness by encouraging students to share names and personal facts while engaging in active movement.



## Learning Intentions

### Remember and share names:

Students aim to confidently say and remember the names of their peers and educators.

### Connect through similarities:

Students aim to find out things they have in common with their peers.

### Engage respectfully:

Students aim to listen, join in, and interact with their peers in a fun, active way.



## Success Criteria

I can say my name clearly and share a fact about myself.

I can join in the physical movement and swap spots with energy.

I can listen and respond respectfully when others share.



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**Duration:** 10–15 minutes

## Objective

To build social connections, memory, and fitness by encouraging students to share names and personal facts while engaging in active movement.

## Players

- Whole class or small groups (10 or more is ideal).

## Materials

- A spacious area for students to form a circle.
- Optional: a timer to rotate exercise movements.

## Setup

1. Ask students to form a large circle with one person standing in the middle.
2. Ensure there is enough space for safe movement.

## Gameplay / Activity Steps

### Step 1: Introduce Yourself

- The student in the centre says their name and shares a fact about themselves (e.g., “I have a dog,” “I love pizza,” or “I play basketball”).

### Step 2: Join the Action

- Anyone who shares that fact does the chosen exercise move (e.g., a jump in the air, a squat, or a star jump), calls out “Me too!” with their name, and swaps places with someone else who shares the same fact from across the circle.

### Step 3: Swap and Repeat

- The centre player swaps spots with someone, and the new person in the middle shares their name and fact.
- The process repeats with each new centre student.

### Step 4: Rotate Movements (Optional)

- Use a timer to change the exercise move every minute:
  - Minute 1: Jump high in the air
  - Minute 2: Squats
  - Minute 3: Push-ups
  - Minute 4: Tuck jumps
  - Minute 5: Star jumps



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## Winning the Game

There are no winners or losers. Success is when everyone participates, learns more about each other, and enjoys moving together.

## Variations

- **Large Groups:** Create two or more smaller circles to give everyone more chances to participate.
- **Fitness Edition:** Increase the challenge by adding higher-energy moves (e.g., burpees, mountain climbers).
- **Teamwork Edition:** Have pairs stand in the centre and share something together.

## For Wheelchair Users / Accessibility

- Adapt the physical movements to seated-friendly options (e.g., arm raises, claps, or spins).
- Ensure the circle is wide enough for smooth movement across.
- Allow gestures or visual signals in place of physical swaps if mobility is limited.

## Notes for Inclusion

- Accept sharing in different forms: spoken words, gestures, or drawings (on a card to show peers).
- Encourage students to cheer for each other when names and facts are shared.
- Use this game as a low-pressure way to build classroom community and belonging.

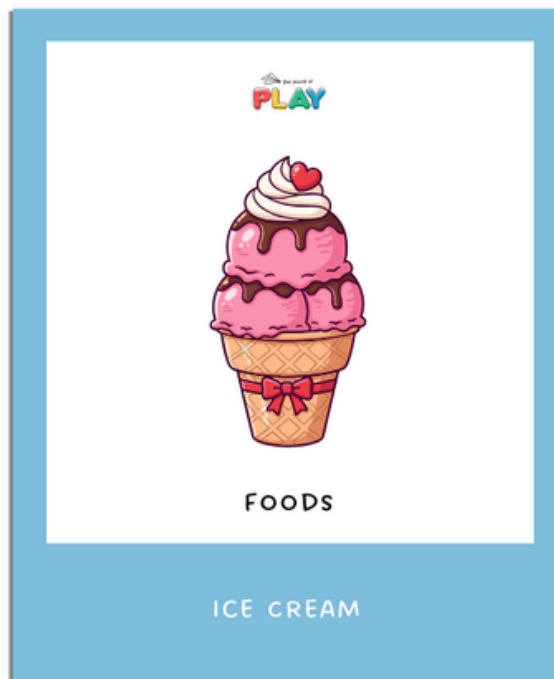


# MY FAVOURITE VISUAL CARDS

PRINT AND CUT OUT THE CARDS. A STUDENT SELECTS A FAVOURITE CARD, AND SHOWS IT TO PEERS. ANYONE WHO LIKES THE SAME THING JOINS IN BY MOVING CLOSER, POINTING OR SAYING "ME TOO". KEEP SWAPPING TURNS UNTIL MULTIPLE STUDENTS HAVE SHARED A FAVOURITE.



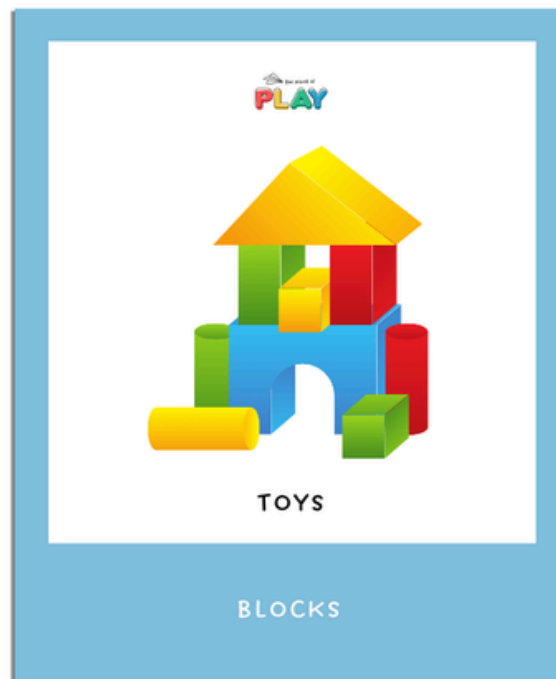
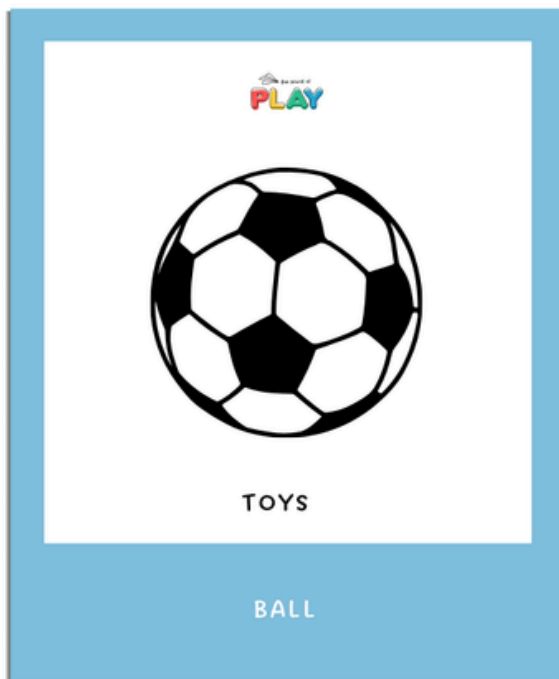
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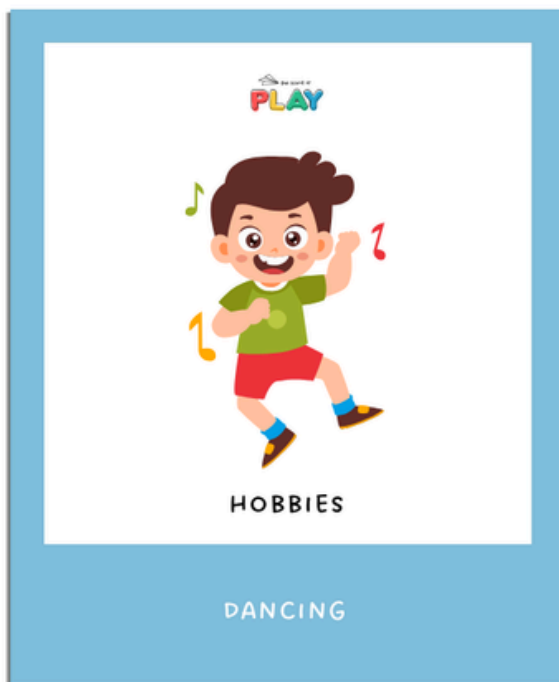
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